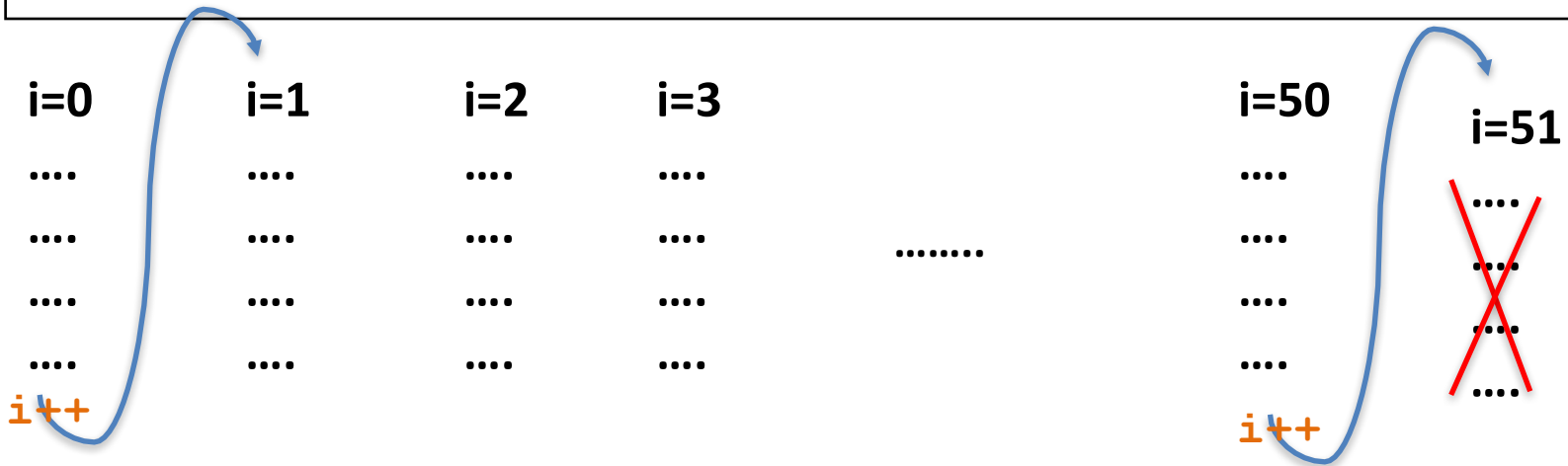


# Messages from last night

- Developing good habits for team work, no woman is an island
- Writing readable code with proper style
  - Java's popularity, Hazelcast's success relies on easy re-usability
- A lot of practice (i.e. doing bonus projects) in programming

```
for ( init ; test ; step ) {  
    statements to be repeated  
}
```

```
for (int i = 0; i <= 50; i++)
```



What is the value of *i* after the for loop?

Sorry, *i* is dead 😞

# Exercise: Reading `for` Statements

Describe the effect of each of the following `for` statements:

1. `for (int i = 1; i <= 10; i++)`

2. `for (int i = 0; i < N; i++)`

3. `for (int n = 99; n >= 1; n = n - 2)`

4. `for (int x = 1; x <= 1024; x = x * 2)`

## Keep The Balance:

I have a factory that runs with 100 people. Some people get paid 500 units/month, some 100 units/month, and some 5 units/month.

I pay 10000 units/month to my workers.

How many of the 100 receive 5 units/month?

Could you help me with a Java program?

# Comparing `for` and `while`

The `for` statement

```
for ( init ; test ; step ) {  
    statements to be repeated  
}
```


is functionally equivalent to the following code using `while`:

```
init;  
while ( test ) {  
    statements to be repeated  
    step;  
}
```

# The `if` Statement

```
if (condition) {  
    statements to be executed if the condition is true  
}
```

```
if (condition) {  
    statements to be executed if the condition is true  
} else {  
    statements to be executed if the condition is false  
}
```



**We don't write a condition there, the condition is just the inverse of the if condition**

# Declaration, assignment, update

{

....

**int** x = 5;



← = 5

....

~~**int** x = 7;~~



....

Sorry, x exists, you cannot re-create it before it dies. Cloning not allowed!

}



# Declaration, assignment, update

{

....

**int** x = 5;



....

x +2;

Let's grow x

....

}

No error, but it does  
not update x! it  
computes value of x+2  
and forgets it.



# Declaration, assignment, update

{

....

**int** x = 5;



....

x=x +2;

Let's grow x

....

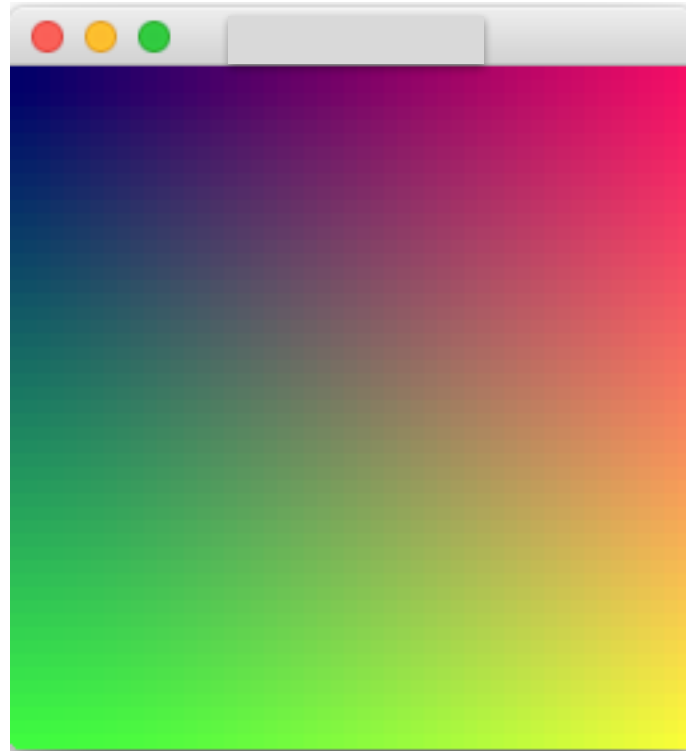
}

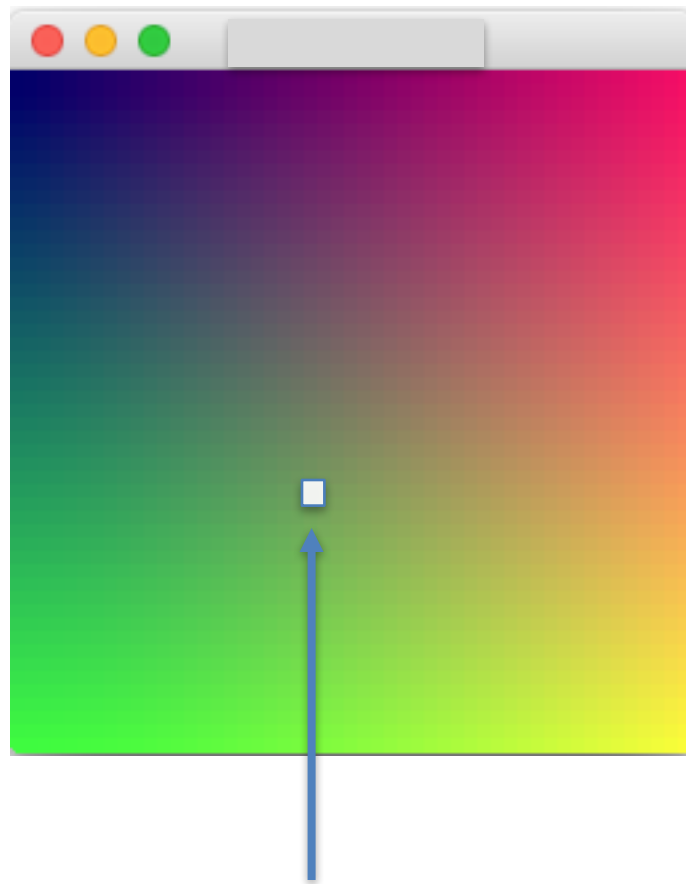
Good! After this line x indeed has a value of the previous value + 2

In Java = is not a mathematical equality operator, it is an assignment operator

# Methods returning objects

## Color Spectrum





```
private GRect getColoredSquare(int red, int green, int blue) {  
    GRect square=new GRect(STEP,STEP);  
    Color newColor=new Color(red%256,green%256,blue%256);  
    square.setColor(newColor);  
    square.setFilled(true);  
    return square;  
}
```

The output is a colored rectangle

```

public class Spectrum extends GraphicsProgram {

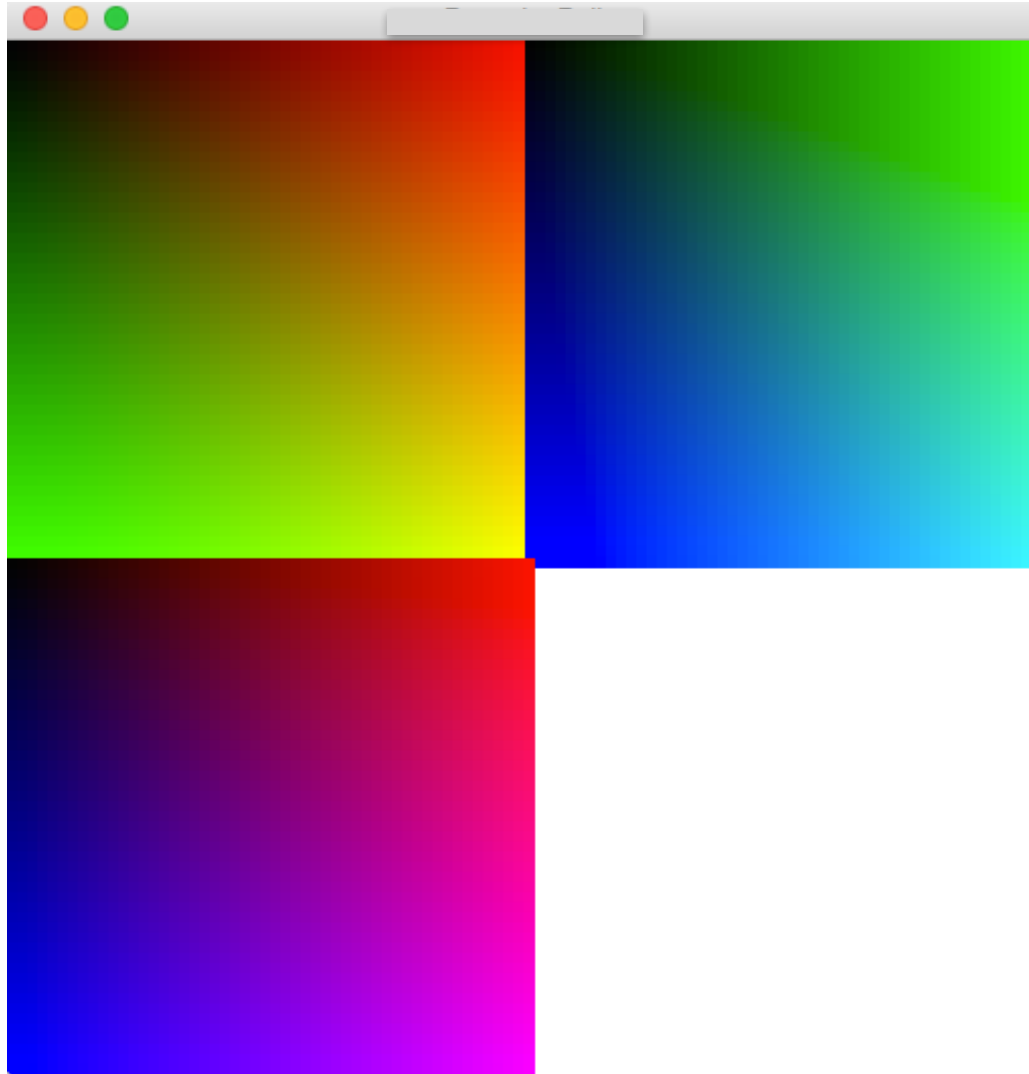
    public static final int APPLICATION_WIDTH = 256;
    public static final int APPLICATION_HEIGHT = 256;
    public static final int STEP = 5;

    public void run() {
        for(int x=0;x<getWidth();x=x+STEP) {
            for(int y=0;y<getWidth();y=y+STEP) {
                GRect point=getColoredSquare(x,y, 100);
                add(point,x,y);
            }
        }
    }

    private GRect getColoredSquare(int red,int green, int blue) {
        GRect square=new GRect(STEP,STEP);
        Color newColor=new Color(red%256,green%256,blue%256);
        square.setColor(newColor);
        square.setFilled(true);
        return square;
    }
}

```

# Methods calling other methods



# Projects

## Make Your Own - Written by You

Before you get started you must have your idea approved by one of the teachers! Think of a few, incase one is too hard or too easy.



<http://cs106a.stanford.edu>



## CS 106A: Programming Methodology

Summer 2018

Monday, Tuesday, Wednesday, Thursday 11:30AM-12:20PM PST in [NVIDIA Auditorium](#)

### RESOURCES

- [Lecture Videos](#)
- [Eclipse](#)
- [Course Staff](#)
- [Textbooks](#)
- [Pair Programming](#)
- [Stanford Library Docs](#)
- [Blank Karel Project](#)
- [Blank Java Project](#)

### EXAMS

#### Midterm

- Monday, July 23
- 7-9PM PST

#### Final

- Friday, August 17
- 12:15-3:15PM PST

### NEW ANNOUNCEMENTS

#### Assignment 1: Karel the Robot

*2 days ago*



For your first assignment, you will write a series of Karel the Robot programs. See the [assignment page](#) for more details. The assignment is due **Thursday, July 5th**, but make sure to get started early. Though Karel is a fun, simple robot, some of the questions can be tricky!

#### Section Assignments + Late Section Signups

*2 days ago*

Regular section signups have concluded, and we have finalized section assignments. You can find your assigned section [here](#).

If you missed regular section signups, you may sign up using the late signup form in the "Section" dropdown at the top. Any SCPD students who missed the opportunity to sign up for a grader should do so also via the "Section" dropdown at the top.

[CS 106A 2017 video lectures](#)

[CS 106A 2008 video lectures](#)

<https://sites.google.com/a/ku.edu.tr/comp130/>



## COMP130/131

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## Summer 2018

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### [2\) Expressions and Control Statements](#)

posted Oct 10, 2016, 8:50 AM by BEKIR BERKER TURKER

#### ▪ **Presentations:**

- [05-Expressions.ppt](#): Java Expressions (Variables and Arithmetic), ConsoleProgram (readInt, readDouble, println)
- [06-ControlStatements.ppt](#): Java expressions, control statements
- [07-Methods.ppt](#) : User defined methods

#### ▪ **Projects considered in lectures:**

- [LEC05.zip](#), [LEC05Solutions.zip](#): AddNIntegers, DistanceConverter, InterestCalculator
- [LEC06.zip](#), [LEC06Solutions.zip](#): DigitSum, LeapYear, LetterGrade, KeepTheBalance
- [LEC07.zip](#), [LEC07Solutions.zip](#): DaysInMonths, PrimeNumbers
- [LEC08.zip](#), [LEC08Solutions.zip](#): CelciusToFahrenheit, Combinations, MinimumMaximum, MonthName, Quadratic

#### ▪ **Projects considered in discussion sessions:**

- [DS projects\\_expressions](#), [DS solutions\\_expressions](#): 1) RectangleArea, 2) TenthPower, 3) AverageGrades, 4) BottlesOfBeer, 5) PLExpansion